Micro Courseware

Troll

Apple Disk
Apple II/II+/IIe/IIc/IIgs
Applesoft, 48K
Mac LC with IIe Card

Animal Homes and Stories

A TROLL LEARNING CENTER

This Unit Contains: 1 Micro-Software Disk
and a User's Guide

Animal Homes and Stories

Troll Micro

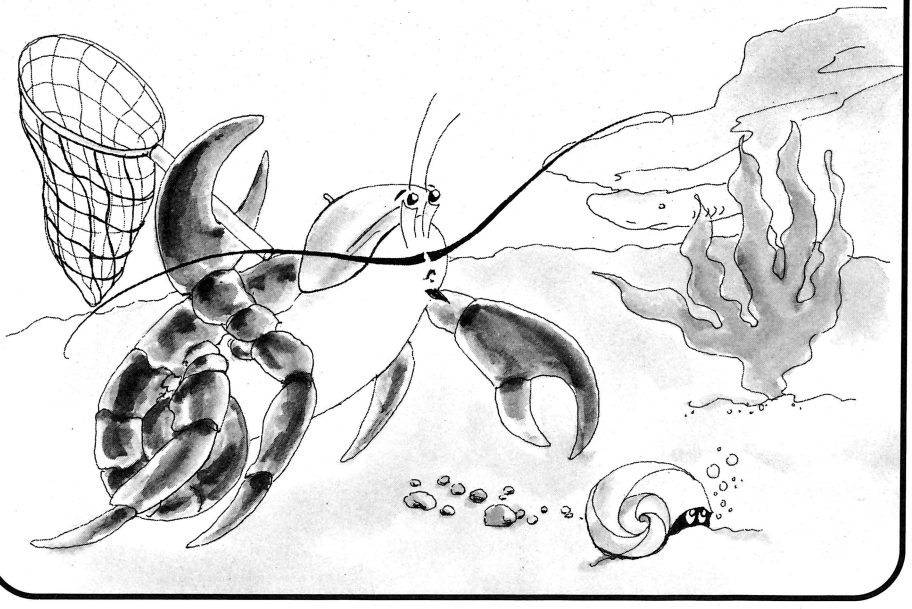
Troll Associates

Troll MICRO

COURSEWARE

USER'S GUIDE

Animal Homes And Stories



Troll Micro-Software

ANIMAL HOMES AND STORIES
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, II (with Applesoft and at least 48K of RAM), or Macintosh LC (with Apple IIe Card).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

ANIMAL HOMES AND STORIES is an interactive program designed to introduce three different habitats and the animals and plants found in them. The student helps explore the habitats, gathering information to find and learn about the animals in their habitats.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked whether sound is desired. Then the main menu appears.

1. DESERT
2. OCEAN
3. FOREST

The student presses a number from 1 to 3. Then instructions on how to explore the habitat are displayed. The student reads the instructions and presses the space bar to continue. Then the student decides whether to explore the habitat in the day or the night. The student presses 1 to select the day or 2 to select the night. Then the habitat loads and runs. When the main menu is on the screen, the student may press C to see the credit screen or Q to quit the program.

Special Keys

	H	**Display Help screen**
CONTROL	X	**Return to Menu**
CONTROL	O	**Turn sound On or Off**

When a flashing paw print is displayed in the lower right corner of the text window, the student should finish reading any text on the screen, then press the space bar.

The Activities

An animal is displayed in the lower part of the screen, along with text that describes the animal and its behavior. The student is asked to help find the animal, which is hidden somewhere on the screen. The arrow keys or the U, D, L, and R keys move an animated figure through the habitat displayed in the upper part of the screen. The student should read the text carefully, since it contains hints that will be helpful in finding the animal. Pressing C displays a clue to the animal's location on the screen. When the student finds the animal, the animal's eyes appear, and the animated figure moves into position to observe the animal. Pressing the space bar displays an animation of the animal. There are ten animals to find in each habitat (five in daytime and five in nighttime).

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with a ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll single-user micro-software disks as long as the product is in production. If any program fails to load or run, simply return it to us for a free replacement.

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